

Practice

Happy is recessive to sad

	# happy	Total	p^2	$2pq$	q^2	p	q
a	5	10	.08	.41	.5	.29	.71 .71
b	7	20					
c	12	30					

$$q^2 = \frac{\# \text{ rec}}{\# \text{ total}} = \frac{10}{20} = .5$$

$$q = \sqrt{q^2} = \sqrt{.5}$$

$$q = .71$$

$$p + q = 1$$

$$p + .71 = 1$$

$$p = .29$$

$$p^2 = (.29)^2$$

$$p^2 = .08$$

$$2pq$$

$$2(.71)(.29) = .41$$

$$p^2 + 2pq + q^2 = 1$$

$$.08 + .41 + .5 = .99$$

$$p + q = 1$$

$$.29 + .71 = 1$$

Hardy-Weinberg Equilibrium

$$p^2 + 2pq + q^2 = 1$$

$$p + q = 1$$

Always find q^2 (aa) first \Rightarrow Always know recessive phenotype is aa or q^2
 of 100, 96 passed and 4 failed
 failing is recessive

a) Frequency of recessive allele (q)

$$q^2 = \frac{\text{\#recessive alleles}}{\text{total alleles}} = \frac{8}{200} = .04$$

$$q = \sqrt{q^2} = \sqrt{.04}$$

$$q = .2$$

b) Frequency of dominant allele (p)

$$p + q = 1$$

$$p + .2 = 1$$

$$p = .8$$

c) Frequency of heterozygous genotype

$$2pq = 2(.8)(.2) = .32$$

Cystic Fibrosis is recessive, 1 in 2500 babies are affected

$$q^2 = \frac{1}{2500} = .0004$$

$$q = \sqrt{q^2} = \sqrt{.0004} = .02$$

$$p + q = 1$$

$$p + .02 = 1$$

$$p = .98$$

$$p^2 = (.98)^2 = .96$$

$$2pq = 2(.98)(.02) = .04$$

SECTION
11.4

HARDY-WEINBERG EQUILIBRIUM
Power Notes

Hardy-Weinberg equilibrium: allele frequency in a population stay the same from 1 generation to the next
Why is it important: Shows factors that lead to evolution

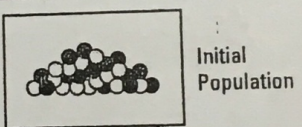
Five Conditions Required to be in Equilibrium

1. Large Population
2. No mutations
3. Random mating
4. No Natural Selection
5. No migration (no geneflow)

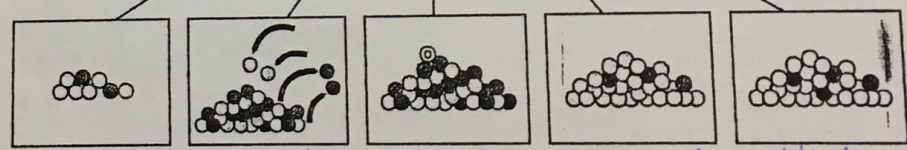
Not Evolving
Immigration
Emigration

Allele frequency:
 $p + q = 1$
A a

Hardy-Weinberg equation: $p^2 + 2pq + q^2 = 1$
What it means: frequency: AA Aa aa
How it is used: homo dom hetero homo recessive



Five Factors that Can Lead to Evolution



1. Genetic Drift
F BN
2. Migration
Gene flow
Em Imm
3. Mutations
4. Sexual Selection
5. Natural Selection

Generations

	p	q		p	q
1	.8	.2	Equilibrium (Not Evolving)	.8	.2
2	.75	.25		.8	.2
3	.6	.4		.8	.2

Evolving

Equilibrium (Not Evolving)